

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. ~~(Original)~~ (Currently amended) An accounting system, comprising:
a receiver for collecting first meter information from a first unique combination of a game and a denomination in a single game unit, and for collecting second meter information from a second unique combination of a game and a denomination in the single game unit; ~~and~~
a database for storing the collected information[.]; and
a calculator structured to generate the following information from the collected information for the unique combinations in the single game unit: slot handle, slot win, individual game hold percentage, machine hold percentage and actual game hold percentage.
2. (Original) The accounting system of claim 1 wherein the first meter information is coin-in for the first unique combination.
3. (Original) The accounting system of claim 2, wherein the receiver is structured to also collect coin-out information for the first unique combination.
4. (Original) The accounting system of claim 3 wherein the coin-out information does not include system bonus payments.
5. (Original) The accounting system of claim 3 wherein the coin-out information includes monetary value paid directly by the single game unit and monetary value generated by the single game unit for the first unique combination but paid in the form of a hand pay.
6. (Previously presented) The accounting system of claim 1 wherein the first meter information and second meter information are subsets of all meters stored in the single game unit.
7. (Original) The accounting system of claim 1 wherein the first meter information is only collected if the first meter information is non-zero information.

8. (Original) The accounting system of claim 1 wherein the first meter information is collected at a regular interval.

9. (Original) The accounting system of claim 1 wherein the first meter information is collected at the end of a gaming session of the first unique combination of a game and a denomination.

10. Cancel

11. (Currently amended) The accounting system of claim ~~10~~ 1 wherein the calculator is further structured to generate ~~the~~ additional information from other information.

12. (Currently amended) The accounting system of claim ~~10~~ 1 wherein the calculator is structured to generate a hold percentage for the first unique combination during a certain time period.

13. Cancel

14. (Currently amended) The accounting system of claim 1, further comprising: a reporter structured to gather and present portions of the ~~stored~~ collected information.

15. (Currently amended) The accounting system of claim ~~10~~ 11, further comprising: a reporter structured to gather and present portions of the collected information and the additional information.

16. (Currently amended) A method of accounting for networked gaming devices, comprising:

accepting values from more than one unique combination of a game and a game denomination from a single game unit;

storing the accepted values;

accepting queries to the accepted values and generating calculated values from the accepted values for all unique combinations in the single game unit wherein the calculated values include slot handle, slot win, individual game hold percentage, machine hold percentage and actual game hold percentage ~~to extract a subset of the stored values;~~ and

reporting the ~~subset of stored~~ calculated values.

17. Canceled

18. (Currently amended) The method of claim 16 wherein reporting the ~~subset of stored~~ calculated values comprises printing the ~~subset of stored~~ calculated values.

19. (Original) The method of claim 16 wherein each unique combination has a unique identifier.

20. (Original) The method of claim 19 wherein the single game unit has an identifier unique from any other game unit in the network of gaming devices.

21. (Original) The method of claim 16 wherein accepting values comprises accepting meter values.

22. (Original) The method of claim 21 wherein accepting meter values comprises accepting meter values only if they are non-zero values.

23. (Original) The method of claim 22 wherein accepting meter values comprises accepting fewer than all of the available meter values in the single game unit.

24. (Original) The method of claim 21 wherein accepting meter values comprises accepting meter values after an event.

25. (Previously presented) The method of claim 24 wherein the event is the end of a session of the game and game denomination.

26. (Original) The method of claim 16 wherein accepting values comprises accepting values at established time intervals.

27. (Original) The method of claim 26 wherein an established time interval is once per day.

28. Cancel

29. (Currently amended) An accounting system, comprising:

a receiver for collecting first meter information from a first unique combination of a game and a denomination in a single game unit, and for collecting second meter information from a second unique combination of a game and a denomination in the single game unit;

a database for storing the collected information; ~~and~~

a calculator structured to generate the following information from the collected information for the unique combinations in the single game unit: slot handle, slot win, individual game hold percentage, machine hold percentage and actual game hold percentage; and

wherein the first meter information is collected at established intervals and at the end of a gaming session of the first unique combination of a game and a denomination.